



US006315291B1

(12) **United States Patent**
Moody

(10) **Patent No.:** **US 6,315,291 B1**
(45) **Date of Patent:** **Nov. 13, 2001**

(54) **MULTIPLE PLAY KENO GAMES**

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Scarne's New Complete Guide to Gambling, John Scarne,
pp. 490-499, copyright 1974.

(*) **Notice:** Subject to any disclaimer, the term of this
patent is extended or adjusted under 35
U.S.C. 154(b) by 0 days.

* cited by examiner

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(21) **Appl. No.:** **09/439,755**

(22) **Filed:** **Nov. 15, 1999**

(57) **ABSTRACT**

Related U.S. Application Data

- (63) Continuation-in-part of application No. 09/244,601, filed on
Feb. 4, 1999, now abandoned, and a continuation-in-part of
application No. 09/175,226, filed on Oct. 20, 1998, now Pat.
No. 6,098,985, and a continuation-in-part of application No.
09/083,531, filed on May 22, 1998, now Pat. No. 6,007,066,
and a continuation-in-part of application No. 08/900,965,
filed on Nov. 25, 1997, now Pat. No. 5,823,873, and a
continuation-in-part of application No. 08/755,174, filed on
Nov. 25, 1996, now Pat. No. 5,732,950, and a continuation-
in-part of application No. 08/495,952, filed on Jun. 28, 1995,
now Pat. No. 5,531,448.
(60) Provisional application No. 60/019,879, filed on Jun. 17,
1996.
(51) **Int. Cl.⁷** **A63F 3/06**
(52) **U.S. Cl.** **273/139; 273/269; 283/903;**
463/18
(58) **Field of Search** **273/269, 139;**
283/903; 463/17-19

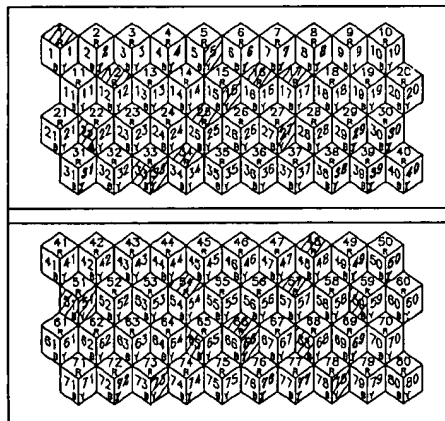
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The invention allows two, three or more keno games to be played on the same keno ticket while at the same time allowing the results of the keno games to be blended together to provide new winning keno combinations to be available to the player. A keno ticket is provided with two or more, and preferably three, sections for each possible numbered spot. The player selects one or more numbered spots on the keno ticket. Twenty numbers are drawn corresponding to the first section of the keno ticket. Then the keno balls are re-mixed and another twenty numbers are drawn corresponding to the second section of the keno ticket. If more than two sections are provided on each keno ticket, the step of re-mixing the keno balls and drawing another twenty numbers corresponding to each additional section of the keno ticket is repeated. Each section game is treated separately to determine whether the player has a winning ticket. Another determination is made as to whether the player has winning combinations on each individual numbered spot depending on which section of each numbered spot has matching drawn numbers. The player, alternatively, may also select one or more of the sections of each numbered spot so that the player may play different groups of number spots over the course of consecutive draws of keno numbers.

25 Claims, 9 Drawing Sheets



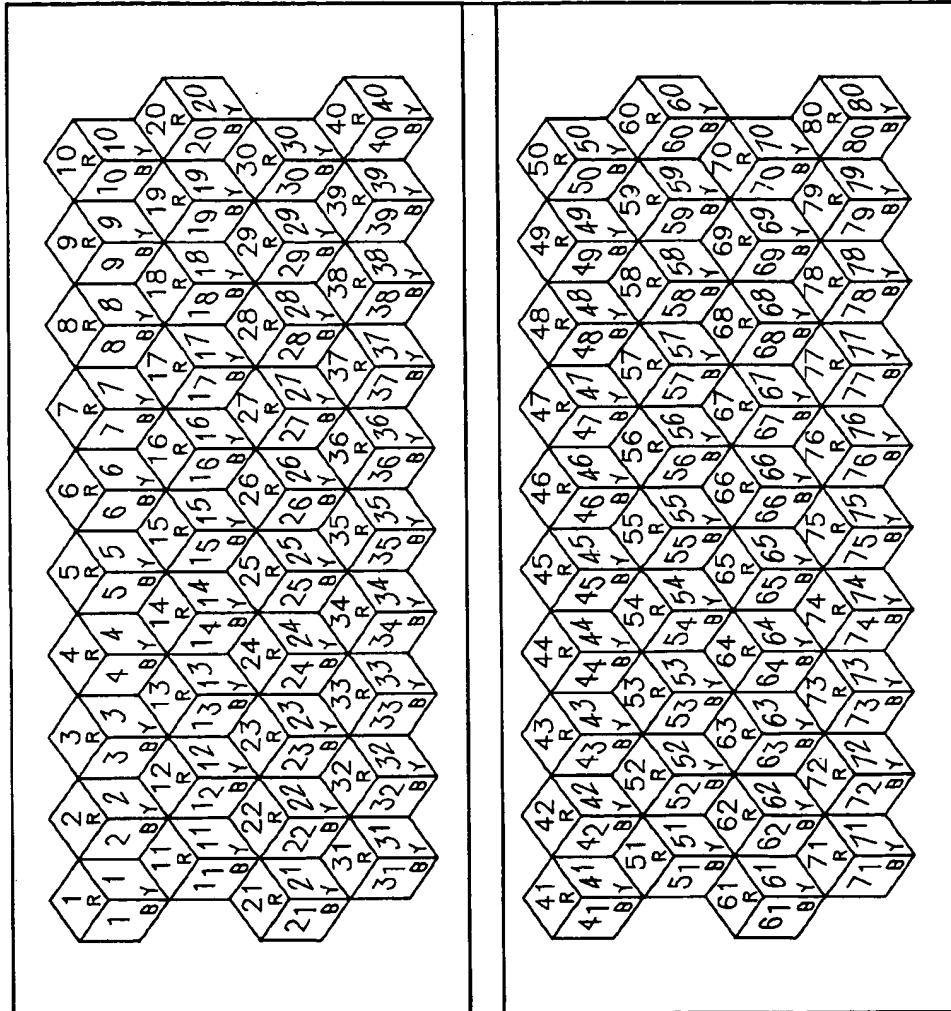


FIG-1

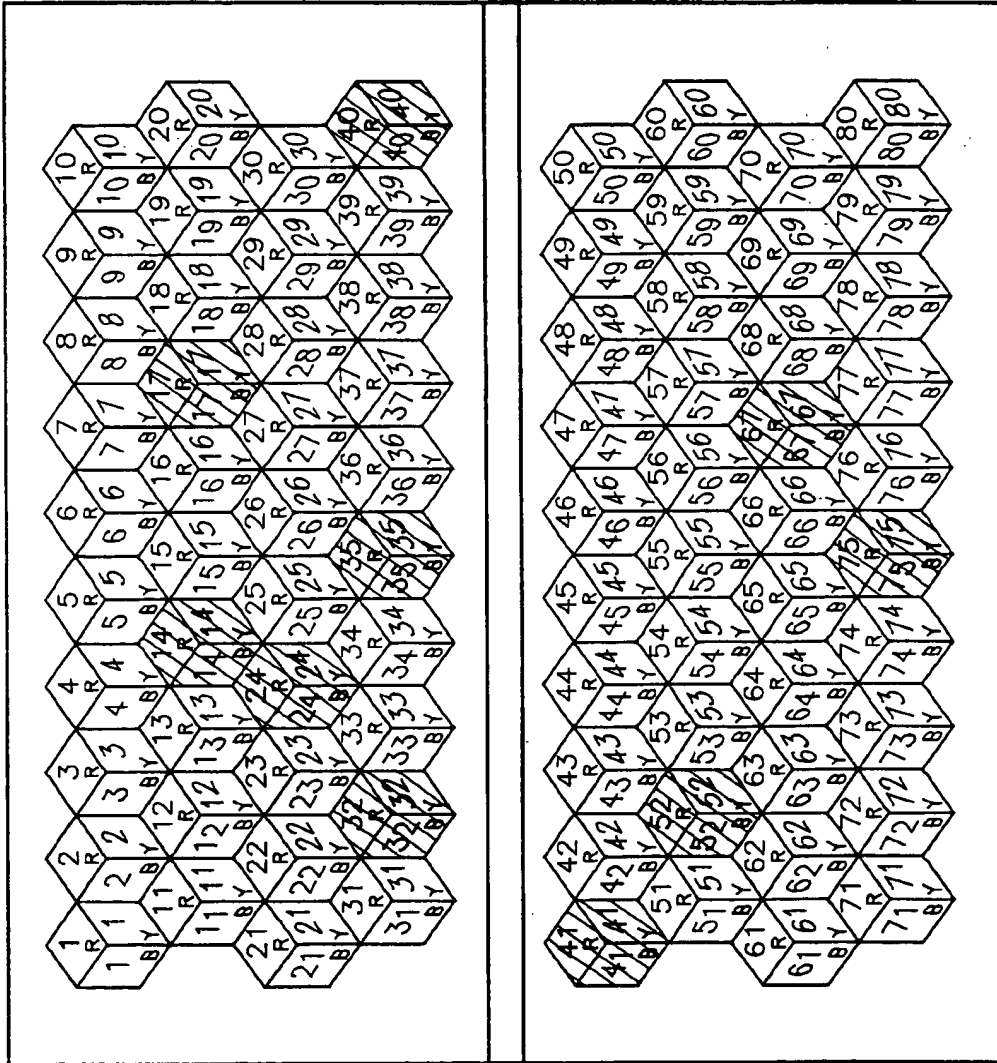


FIG-2

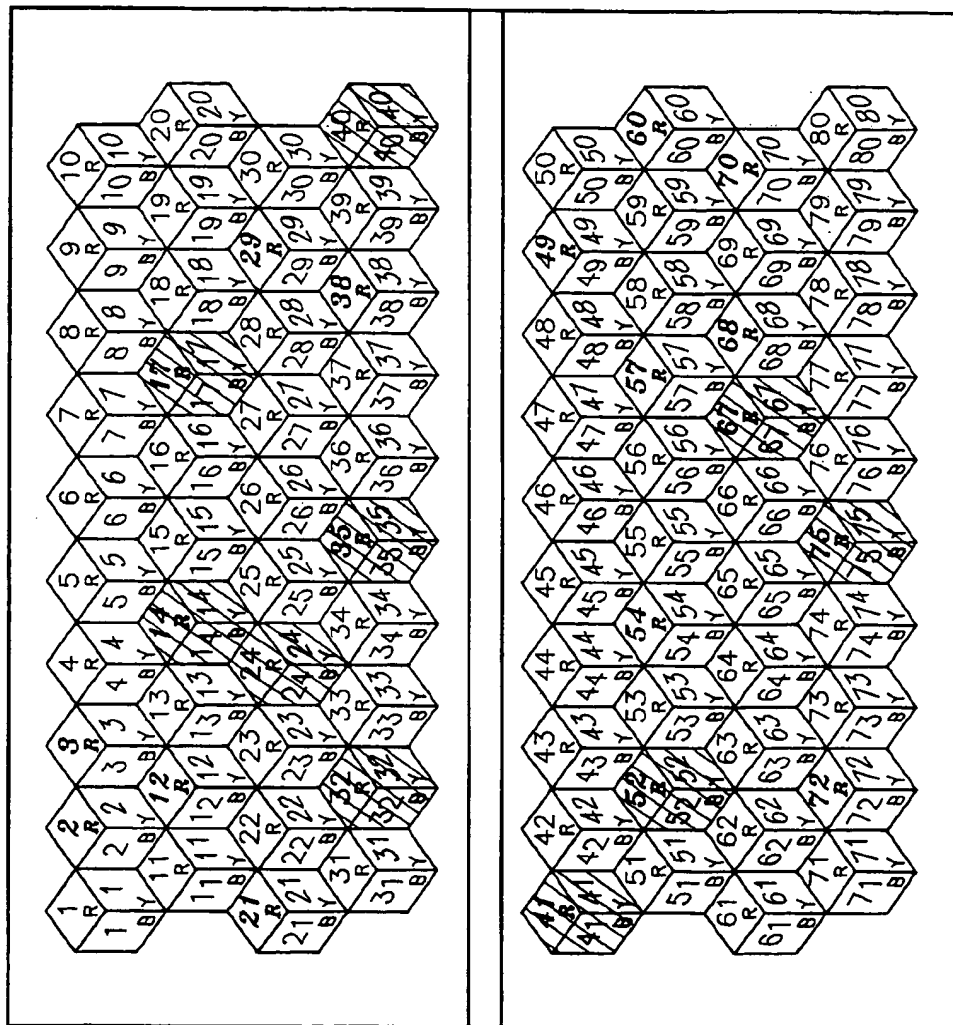


FIG-3

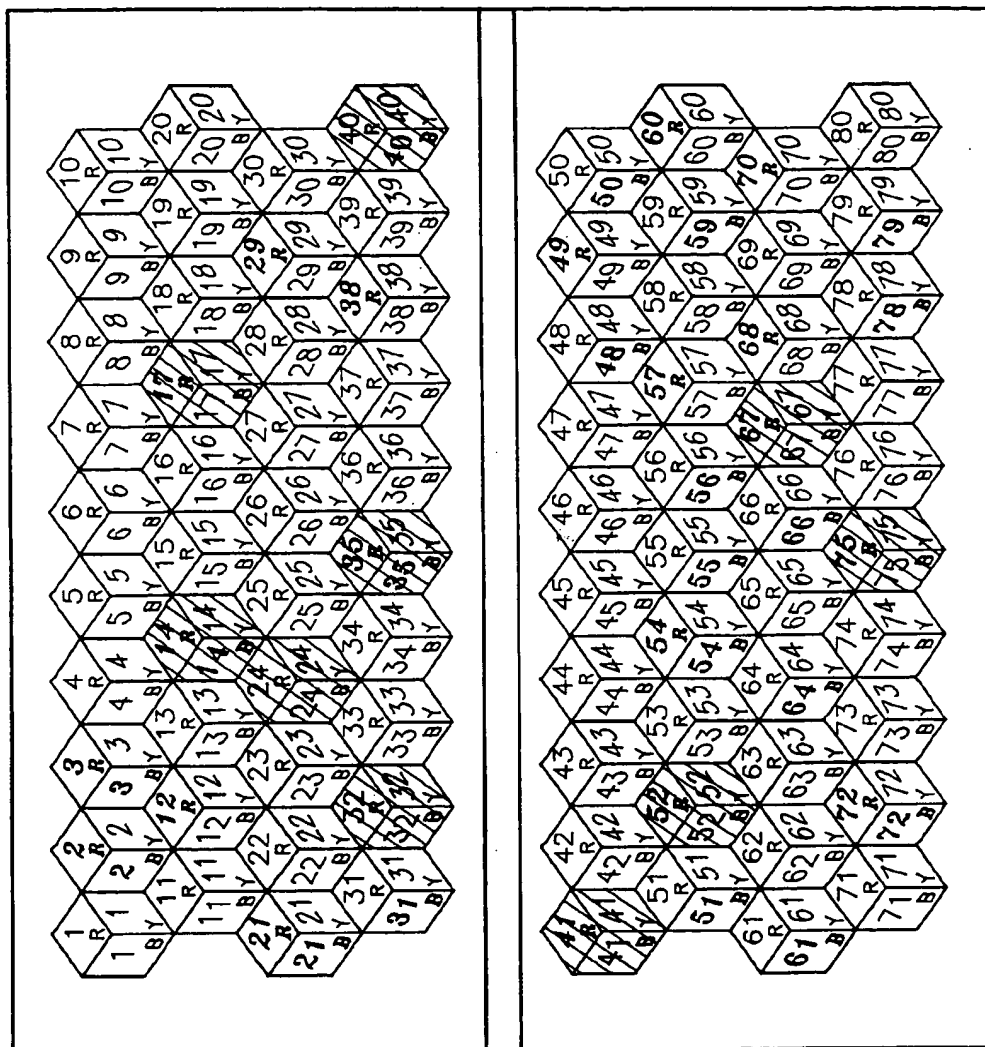


FIG-4

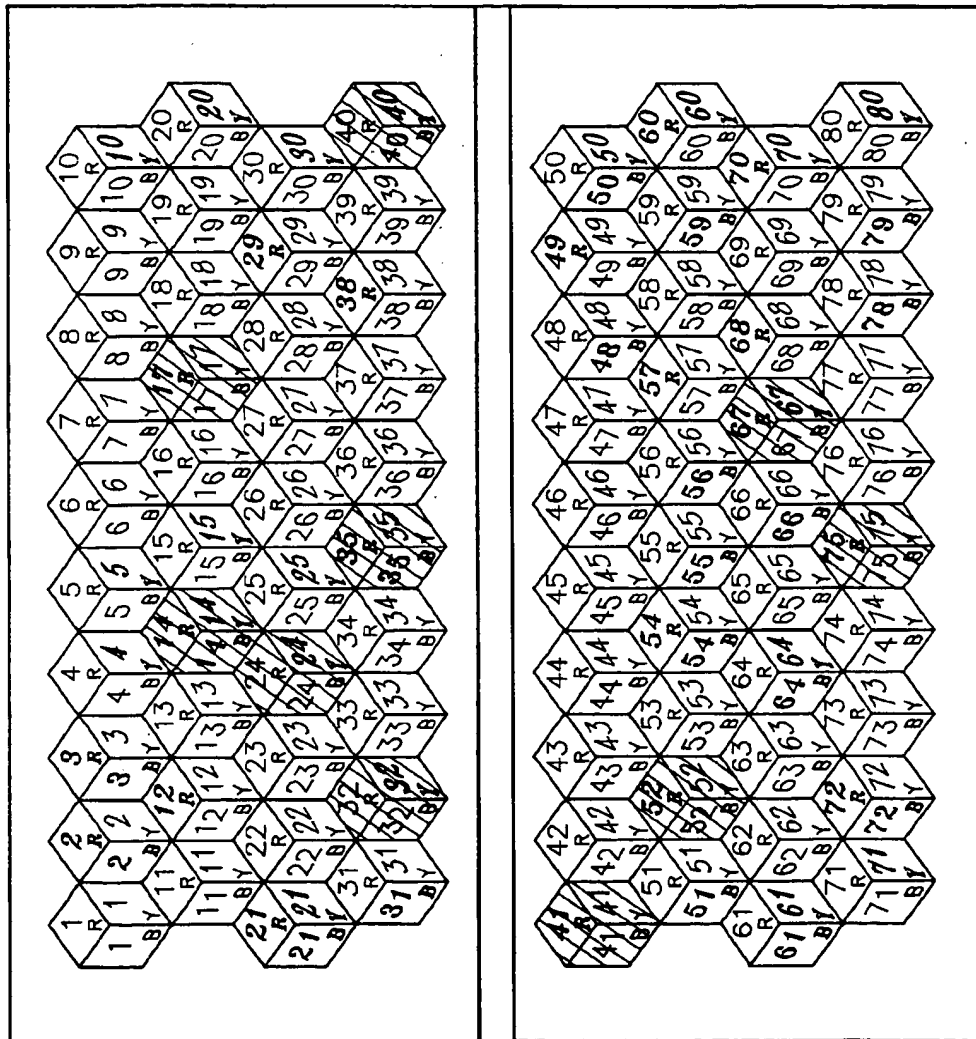


FIG-5

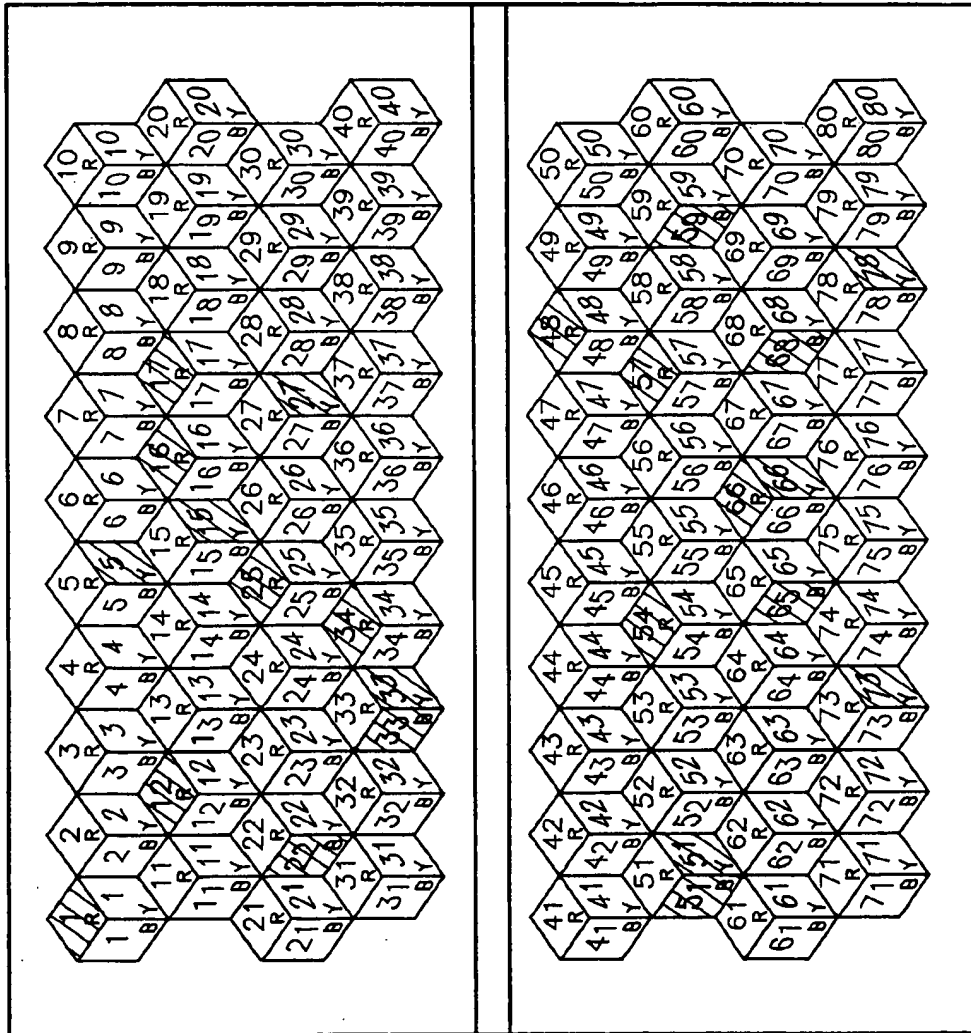


FIG-6

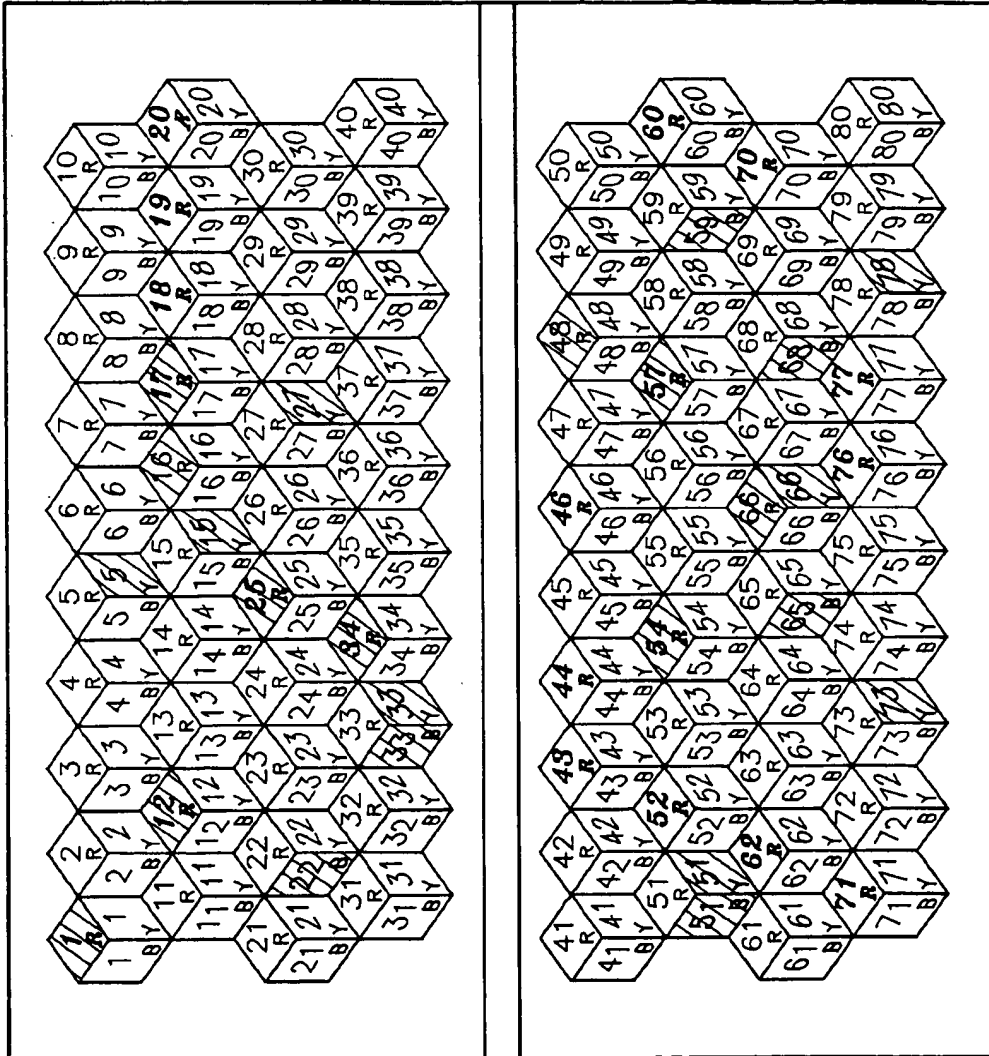


FIG-7

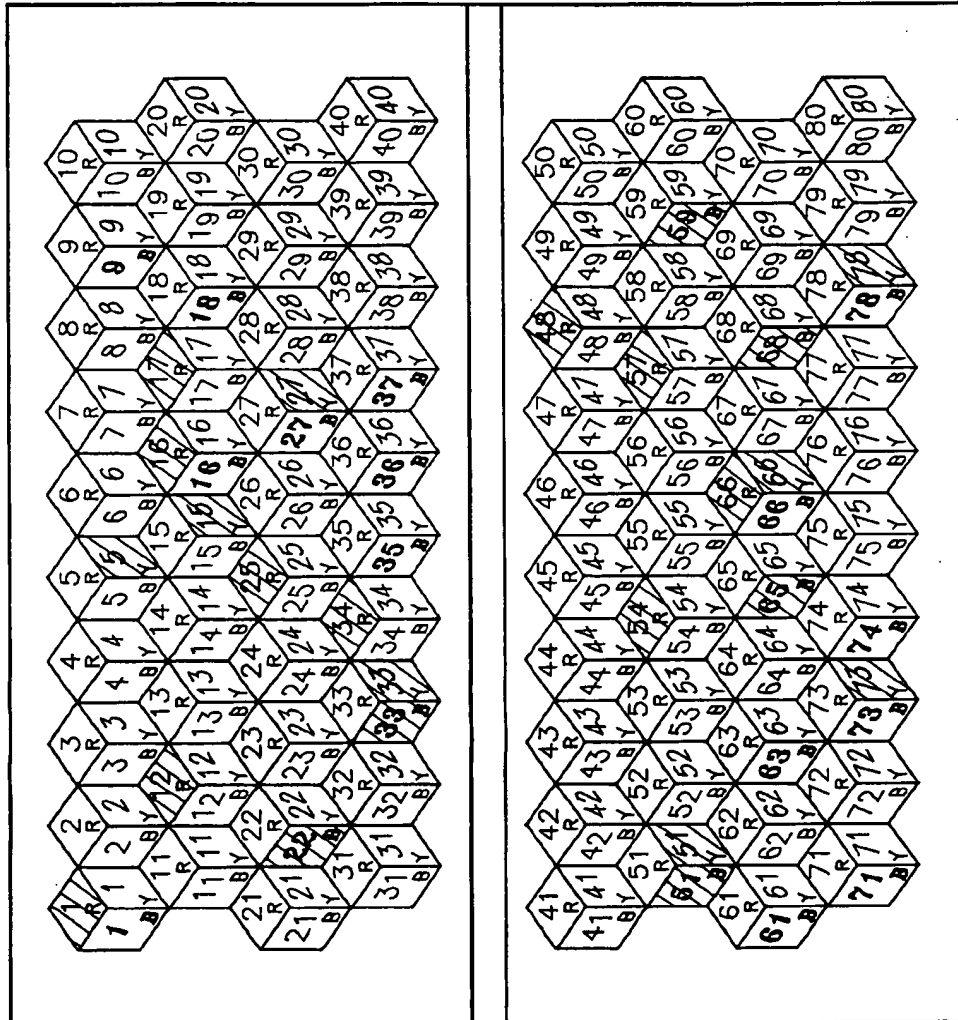
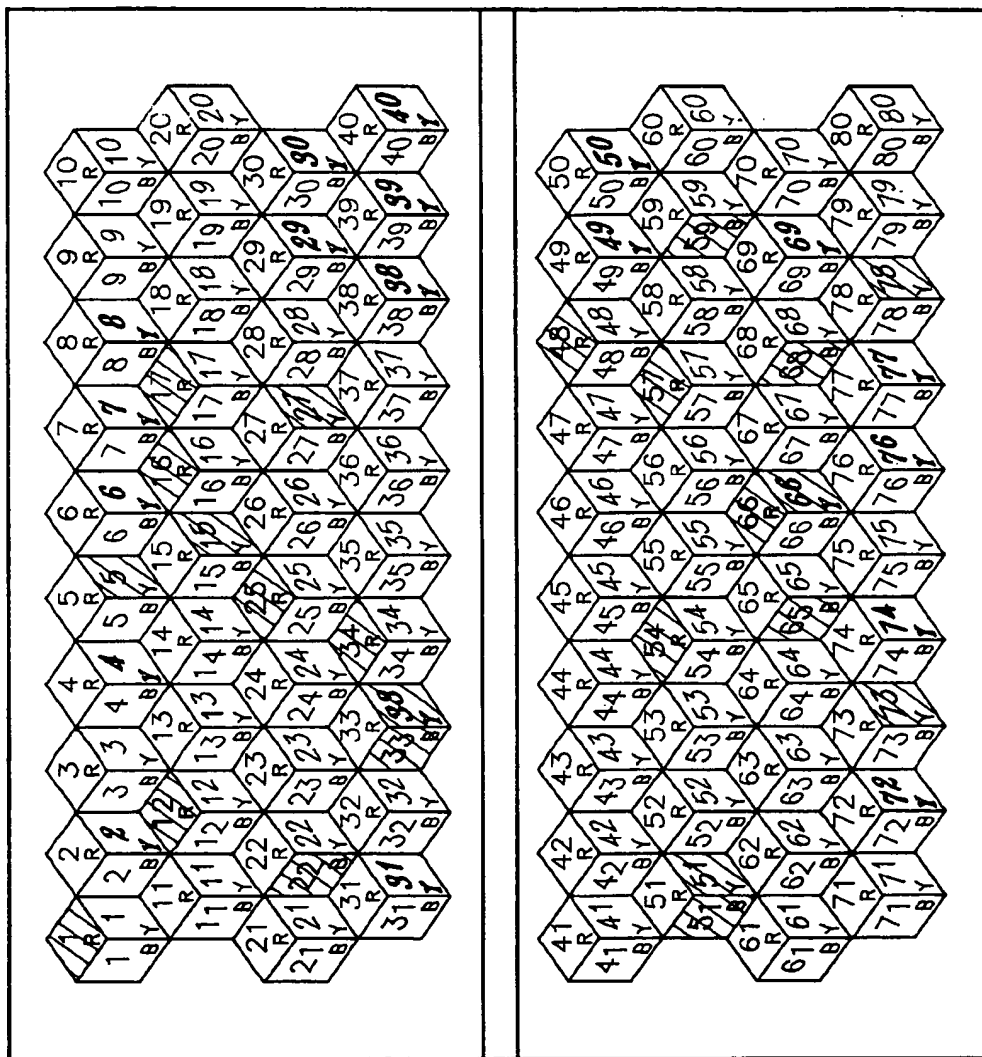


FIG-8

FIG-9

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MULTIPLE PLAY KENO GAMES**CROSS-REFERENCE TO RELATED APPLICATIONS**

This application is a Continuation-in-Part of application Ser. No. 08/495,952, entitled "Poker-Style Card Game", filed Jun. 28, 1995, now U.S. Pat. No. 5,531,448; and is also based on and is a Continuation-in-Part of Provisional Application Ser. No. 60/019,879, entitled "Electronic Video Poker Games", filed Jun. 17, 1996; and is also a Continuation-in-Part of application Ser. No. 08/755,174, entitled "Electronic Video Poker Games", filed Nov. 25, 1996, now U.S. Pat. No. 5,732,950; and is also a Continuation-in-Part of application Ser. No. 08/900,965, entitled "Electronic Video Poker Games", filed Nov. 25, 1997, now U.S. Pat. No. 5,823,873; and is also a Continuation-in-Part of application Ser. No. 09/083,531, entitled "Electronic Video Poker Games", filed May 22, 1998, U.S. Pat. No. 6,007,066 and is also a Continuation-in-Part of application Ser. No. 09/175,226, filed Oct. 20, 1998, entitled "Electronic Video Poker Games", now U.S. Pat. No. 6,098,985 and is also a Continuation-in-Part of application Ser. No. 09/244,601, filed Feb. 4, 1999, entitled "Multiple Play Keno Games", now abandoned.

BACKGROUND OF THE INVENTION

This invention relates primarily to live or electronic video keno games, and more particularly to live or electronic video keno games that allow the player to play his keno ticket multiple times on the same round of the game.

Keno is a well known game and has been played in gaming establishments for many years. In conventional keno, there are eighty numbers in the pool of numbers that may be drawn in any one round of the game. In the typical keno game, eighty keno balls are numbered 1 through 80 and are placed in a air blower device that circulates the keno balls. Twenty of the eighty keno balls are selected each game.

Each player marks a keno ticket that is an 10x8 matrix having ten columns and eight rows. The keno numbers from one through eighty are printed on the keno ticket with each number having its own numbered spot. Prior to the start of a round of the keno game, a player selects between one and fifteen numbered spots that the player thinks will be drawn during the game. Typically a player uses a crayon-like pencil to mark the numbered spots he wishes to play on his keno ticket and the player takes his marked keno ticket to a keno station. The player makes an appropriate wager and turns in his marked keno ticket and the money at the keno station. The player receives back a stamped and receipted ticket showing the amount of the player's wager and the numbered spots that the player has selected.

The keno game operator then proceeds to draw twenty numbers from the eighty keno balls. Depending on the number of matches or "Hits" between the twenty numbers drawn and the numbered spots selected by the player, the player wins or loses. The more numbers that match, the higher the payoff to the player. In keno, unlike in bingo which is a related number drawing game, there is no requirement that the numbers that are drawn must appear in certain patterns on the keno ticket. However in keno, also unlike bingo in which numbers are drawn until a winner occurs, only twenty numbers are drawn in each round of a keno game so there is no guarantee that any player will win during each round of the keno game. But there can also be multiple winners in any round of the keno game.

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In a live keno game, multiple players participate each game and no players may win, some players may win or all players may win. In traditional live keno, players may select between one and fifteen numbers and wagers can range from as little as 35¢ a game to \$5, \$10 or even higher dollars per game. Typically each establishment operating a keno game will provide a group of keno payout charts or keno pay tables showing the amount that it is possible for the player to win based on the amount wagered, the number of numbered spots selected by the player and the number of "Hits" achieved by the player when the twenty keno balls are selected.

For example, if the player wagers \$1 and selects one number, the player will typically win \$3 if his selected numbered spot is one of the twenty numbered keno balls drawn during the play of the game. Similarly, if the player selects fifteen numbers, the player will typically be paid if anywhere between a total of eight and fifteen of his numbered spots match the twenty numbered keno balls drawn. The highest payout will be made for matching fifteen out of fifteen, with lower payouts made for matching fourteen out of fifteen, thirteen out of fifteen and so on down to eight out of fifteen. Any matches of seven or less are typically losing plays. Similar payout schemes are provided when the player marks between one and fifteen numbered spots during any round of a keno game.

When the player plays an electronic video keno gaming machine, a single player plays against the keno gaming machine for each round of the game and the player either wins or loses each round. The player wagers one or more coins, tokens or credits and selects the number of numbered spots that the player is attempting to match during that round of the game.

All eighty numbers are displayed on a video screen with a 10x8 matrix keno display similar to that of a keno ticket. The numbers are selected by the player using by a light pen, or by pressing the numbers on a selection panel or by touching the numbers selected using conventional touch screen technology.

In the typical electronic keno format, the player may select between one and ten numbered spots to attempt to match. After the player has completed selecting the numbered spots that the player wishes to match and has made the appropriate wager, the player presses the "Start" button. This causes the electronic controls of the gaming machine to randomly select twenty numbers from the pool of eighty numbers and the selected numbers are displayed to the player. The electronic controls of the gaming machine determine whether the player has achieved a winning payout at the conclusion of each round of the game. Just as in live keno, the player wins when he matches all or a predetermined minimum number of his selected numbered spots. If the player matches less than the predetermined minimum number of his selected numbered spots, then the player loses his wager. Payouts are made by accruing credits on the credit meter of the gaming machine or dispensing coins or tokens into a payout tray.

One variation of keno that is available on certain electronic keno gaming machines is what is known as "FOUR CARD" keno. In this variation, the player is presented with four keno ticket displays: an "A" game, a "B" game, a "C" game and a "D" game. The player may wager the same or different amounts on each game up to the maximum amount allowed by the gaming machine, say one to four credits on each game. The player then selects the quantity of numbered spots to be played on each game and the player marks the

particular numbered spots which the player wishes to play in each game. The player can mark the same numbered spots or different numbered spots or overlapping numbered spots in each of the "A" game, the "B" game, the "C" game and the "D" game. One group of twenty keno balls are drawn applicable to all four games and winning and losing plays are determined.

One well known variation of keno is the use of what is known as a "way" ticket. "Way" tickets can be played in live keno games and some electronic video keno gaming machines have been configured to allow preselected "way" tickets to be played. On a "way" ticket, a player selects groups of numbered spots to be played simultaneously on the same ticket for a particular game of keno.

For example, the player marks group A of three numbered spots, group B of three numbered spots and group C of three numbered spots. If the player then designates the keno ticket as a "seven-way" ticket, the player has made seven separate wagers on this single ticket: wager 1 is a three-spot wager of the numbered spots in group A, wager 2 is a three-spot wager of the numbered spots in group B, wager 3 is a three-spot wager of the numbered spots in group C, wager 4 is a six-spot wager of the numbered spots in groups A and B, wager 5 is a six-spot wager of the numbered spots in groups A and C, wager 6 is a six-spot wager of the numbered spots in groups B and C and wager 7 is a nine-spot wager of the numbered spots in groups A, B and C. The total amount wagered by the player on this "way" ticket is allocated one-seventh to each wager. A single group of twenty keno numbers is drawn and winning and losing wagers are determined. This "seven-way" ticket can be played in a live keno game and is also one of the preselected "way" tickets that is available on certain electronic video keno gaming machines.

The variations of "way" tickets are innumerable. For example, a player can play a "three-way" ticket of a five-spot, a six-spot and a seven-spot for a total of three wagers. The five "A" spots form the five-spot wager, a "B" spot combines with the five "A" spots to form the six-spot ticket and a "C" spot combines with the five "A" spots and the "B" spot to form a seven-spot ticket. Again, a single group of twenty keno numbers is drawn and winning and losing wagers are determined. This "three-way" ticket can be played in a live keno game and is also one of the preselected "way" tickets that is available on certain electronic video keno gaming machines.

The only limitation on the number of "ways" that a player may create on a keno ticket is the imagination and creativity of the player as well as the player's bankroll. Once a player has marked his keno ticket and selected the various numbered spot groupings that form the various "ways" that the player wishes to play, a single draw of keno numbers is made for that play of the game and winning and losing wagers are determined. Each "way" on a "way" ticket requires the player to make a separate wager.

The basic principles of the play of keno are set out in Scarne's New Complete Guide to Gambling, by John Scarne, at pages 490-499.

Many gaming establishments offer a series of multiple keno games in which the player marks a single keno ticket with his selected numbers and plays the same numbers over a consecutive series of games. For example, the player can wager \$100.00 for one hundred consecutive keno games. Each individual game carries a wager of \$1.00 and the player plays the same numbers for one hundred consecutive games. The results of these one hundred games are accrued

by the gaming establishment, normally using a computer memory, and the player is paid any accumulated payouts at the end of the one hundred games. These consecutive multiple games go by various names, such as race horse keno, at various casinos.

None of these prior methods of keno have considered allowing the player to divide the numbered spots on the keno ticket into sections. If the numbered spots on the keno ticket were divided into sections, then the player could play two or more keno games consecutively and the player could be provided with additional payouts for having the various sections of each selected numbered spot on the keno ticket being drawn in multiple draws of the selected keno numbers. In addition to the conventional keno payouts, the player could be paid additional payouts for matching two, three or more sections of selected numbered spots over the course of multiple draws.

The use of multiple sections on each numbered spot would also allow the player to play different groups of numbered spots on the same keno ticket over the course of multiple draws. A disadvantage of conventional Keno is that the pace of the game can be quite slow and, by providing for multiple draws of the selected keno numbers to be played on the same keno ticket, the revenue generated by keno can be increased. Player appeal can also be improved by providing the additional payouts for matching two, three or more section of each numbered spot over the course of multiple games.

It is an object of the present invention to provide an improved keno ticket and an improved keno game that allows multiple plays on the same keno ticket with an increase in revenue to the gaming establishment and an increase in game appeal to the player.

It is a feature of the present invention to provide a keno ticket with each numbered spot being divided into two, three or more sections. This allows the player to select one or more numbered spots and to receive additional payouts if two, three or more sections of the selected numbered spots are drawn over the course of multiple games. This also allows the player, alternatively, to select only certain sections of each numbered spot so that the player can play different numbered spots on the same keno ticket over the course of multiple draws of the selected keno numbers.

It is an advantage of the present invention that the play of keno will be speeded up thus increasing the revenue to the gaming establishment and that additional payout opportunities will be provided to the player thus improving the appeal of the game to the player.

Other objects, features and advantages of the present invention will become apparent from a consideration of the following detailed description.

SUMMARY OF THE INVENTION

A method and apparatus is provided to allow two or more, and preferably three, keno games to be played on the same keno ticket while at the same time allowing the results of the two or more, and preferably three, keno games to be blended together to provide new winning keno combinations to be available to the player. A keno ticket is provided with two or more, and preferably three, sections for each possible numbered spot. The player selects one or more numbered spots on the keno ticket.

When the numbers are drawn, a first twenty numbers are drawn corresponding to the first section of the keno ticket from a complete pool of eighty numbers. Then the keno balls are re-mixed, and another twenty numbers are drawn cor-

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responding to the second section of the keno ticket from a complete pool of eighty numbers. If more than two sections are provided on each keno ticket, the step of re-mixing the keno balls and drawing another twenty numbers corresponding to each additional section of the keno ticket from a complete pool of eighty numbers is repeated.

Initially, each section game with its own draw of selected keno numbers is treated separately to determine whether the player has a winning ticket. After winning and losing tickets have been determined for each section, another determination is made as to whether the player has winning combinations on each individual numbered spot depending on which section of each numbered spot has matching drawn numbers.

The player, alternatively, may also select one or more of the sections of each numbered spot so that the player may play different groups of number spots over the course of consecutive keno games.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 shows a representative keno ticket display that can be used in the method of the present invention.

FIG. 2 shows the keno ticket display after the player has selected his ten numbered spots.

FIG. 3 shows the keno ticket display after the first group of twenty numbers, the "red" group, has been drawn.

FIG. 4 shows the keno ticket display after the second group of twenty numbers, the "blue" group, has been drawn.

FIG. 5 shows the keno ticket display after the third group of twenty numbers, the "yellow" group, has been drawn.

FIG. 6 shows a representative keno ticket display that can be used in an alternative method of the present invention after the player has selected his numbered spots.

FIG. 7 shows the keno ticket display after the first group of twenty numbers, the "red" group, has been drawn for the alternative method of the present invention.

FIG. 8 shows the keno ticket display after the second group of twenty numbers, the "blue" group, has been drawn for the alternative method of the present invention.

FIG. 9 shows the keno ticket display after the third group of twenty numbers, the "yellow" group, has been drawn for the alternative method of the present invention.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

The method of the present invention is played using either a live keno game format or using an electronic keno gaming machine. The description that follows refers to an electronic keno gaming machine, but the same principles of the present invention can be easily adapted to a live keno game format. In electronic keno gaming machines, the player makes his selection of numbered spots on a keno ticket display or keno display whereas in live keno games the player makes his selection of numbered spots on a paper keno ticket. As used herein in this description and the accompanying claims, the terms "keno ticket display", "keno display" and "keno ticket" are intended to be equivalent.

An electronic keno gaming machine is provided with a video screen display, a coin head for receiving coins or gaming tokens, a bill acceptor for receiving paper currency, a coin hopper for making payouts into a payout tray, one or more payout tables which can be displayed on the gaming glass or on the video screen display and computer controls to operate the gaming machine. Also provided are various

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buttons that allow the player to make wagers, start the play of the game and collect winnings. Each of these elements are conventional in electronic keno gaming machines.

The method and apparatus of the present invention allows two or more, and preferably three, keno games to be played on the same keno video screen display or using a single paper keno ticket or its equivalent in a live keno game.

The video screen display shows a 10x8 matrix of the eighty numbers which represents the keno ticket to be marked by the player. The player selects the numbered spots by using a light pen or touch screen technology or any suitable manner of allowing the player to make his selection.

Each numbered spot on the matrix shown on the screen display is divided into multiple sections. In the preferred embodiment of the present invention, each numbered spot is divided into three sections, although only two sections or four or more sections can be used.

FIG. 1 shows a representative keno ticket on the screen display with each numbered spot divided into three sections. As shown in FIG. 1, each section is a square and the three sections are configured isometrically to appear as three faces of a cube. Any other suitable configuration can be used, such as a circle divided into three pie segments. If two sections or four or more sections are used, then a suitable configuration for each numbered spot is chosen.

With reference to each individual numbered spot, each section of the numbered spot has a unique demarcation to differentiate that section from the other sections of the numbered spot. One way to differentiate each section of the numbered spot is to use colors. As shown in FIG. 1, each numbered spot has an "R" ("red") section, a "B" ("blue") section and a "Y" ("yellow") section. Other indicia may be used to demarcate the sections from one another.

In the method of play using the keno ticket shown in FIG. 1, the player makes two or more wagers, preferably three. The player then selects from one to ten numbered spots as is traditional in electronic video keno games, although more numbered spots than ten may be selected if pay tables for more than ten numbered spots are provided. With regard to the preferred embodiment of three wagers, each of the three wagers are allocated to a particular color section of the numbered spots selected by the player. For example, if the player makes three \$1 wagers and the player selects ten numbered spots; then \$1 is allocated to the "red" section of the ten numbered spots, \$1 is allocated to the "blue" section of the ten numbered spots and \$1 is allocated to the "yellow" section of the ten numbered spots.

FIG. 2 shows the ten numbered spots that the player has selected for this round of the game. The numbered spots selected by the player are 14, 17, 24, 32, 35, 40, 41, 52, 67 and 75. All three section (the "red" section, the "blue" section and the "yellow" section) are active for the player in this round of the game. The numbered spots selected by the player can be indicated in any suitable manner on the keno ticket screen display, such as being highlighted.

After the player made his wager and has selected the numbered spots desired, the player presses the "Deal" or "Start" button on the electronic keno gaming machine to activate the play of the game. The computer controls randomly select a first group of twenty numbers from the complete pool of eighty numbers and these first twenty numbers are allocated to one of the sections of the keno ticket. For example, the first twenty numbers can be allocated to the "red" section of the keno ticket. As shown in FIG. 3, the twenty "red" numbers are 2, 3, 12, 14, 17, 21, 29, 35, 38, 41, 49, 52, 54, 57, 60, 67, 68, 70, 72 and 75. The

numbers selected can be indicated in any suitable manner such as the italics shown in FIG. 3 or by highlighting the selected numbers.

After the first twenty "red" numbers are drawn, the computer controls then randomly select a second group of twenty numbers from the complete pool of eighty numbers. These second twenty numbers are allocated to another section of the keno ticket, for example, the "blue" section of the keno ticket. As shown in FIG. 4, the twenty "blue" numbers are 2, 3, 14, 21, 31, 35, 40, 48, 50, 51, 54, 55, 56, 59, 61, 64, 66, 72, 78 and 79. The numbers selected can be indicated in any suitable manner such as the italics shown in FIG. 4 or by highlighting the selected numbers.

Finally, the computer controls randomly select a third group of twenty numbers from the complete pool of eighty numbers. These third twenty numbers are allocated to the remaining section of the keno ticket, for example, the "yellow" section. As shown in FIG. 5, the twenty "yellow" numbers are 4, 5, 10, 14, 15, 20, 21, 24, 25, 30, 32, 40, 50, 60, 61, 64, 67, 70, 71 and 80. The numbers selected can be indicated in any suitable manner such as the italics shown in FIG. 5 or by highlighting the selected numbers.

The numbered spots selected by the player are then compared to the numbers randomly selected by the computer controls on a section-by-section basis. First the "red" group of twenty numbers are compared to the player's selected ten numbered spots to see how many matches or "Hits" the player has received. As shown in FIG. 3, the player has hit seven numbers which is a winning play when ten numbers are played. The payout earned by the player is shown in a payout table such as the one shown in Table 1. Using the payout table shown in Table 1, the player has won one hundred forty-two credits for each unit wagered by the player.

Next, the "blue" group of twenty numbers are compared to the player's selected ten numbered spots to see how many "Hits" the player has received. As shown in FIG. 4, the player has hit three numbers which is a losing play since the player must match at least five numbers, when ten numbers are played, to have a winning play.

Finally, the "yellow" group of twenty numbers are compared to the player's selected ten numbered spots to see how many "Hits" the player has received. As shown in FIG. 5, the player has hit five numbers which is also a winning play when ten numbers are played. The payout earned by the player is shown in a payout table such as the one shown in Table 1. Using the payout table shown in Table 1, the player has won five credits for each unit wagered by the player.

Table 1 shows a representative payout table for a keno game. The total numbered spots selected by the player is shown on the top while the number matched ("Hits") is shown on the left.

TABLE 1

NUMBER OF SPOTS SELECTED										
HITS	1	2	3	4	5	6	7	8	9	10
1	3	0	0	0	0	0	0	0	0	0
2	—	15	2	2	0	0	0	0	0	0
3	—	—	46	5	3	3	1	0	0	0
4	—	—	—	91	12	4	2	2	1	0
5	—	—	—	—	810	70	26	12	6	5
6	—	—	—	—	—	1600	400	98	44	24
7	—	—	—	—	—	—	7000	1652	335	142
8	—	—	—	—	—	—	—	10000	4700	1000

TABLE 1-continued

NUMBER OF SPOTS SELECTED										
HITS	1	2	3	4	5	6	7	8	9	10
9	—	—	—	—	—	—	—	—	10000	4700
10	—	—	—	—	—	—	—	—	—	12000

The payouts shown in Table 1 are for each coin, token or credit wagered and would be multiplied by the numbers of units wagered by the player. Most electronic keno gaming machines allow the player to wager from one to four coins, tokens or credits of whatever the denomination being used on the keno gaming machine.

Any suitable payout table can be used based on the mathematical odds which the gaming establishment wishes to offer to the player. For live keno games, the pay tables offered to the player also are based on the amount wagered by the player.

Besides paying off on each individual section game, the method of the present invention also allows payouts to be made to the player for achieving "Hits" on all three sections of the same numbered spot. For example, with reference to FIGS. 3-5, the only player selected numbered spot that was selected in all three groups of twenty numbers randomly chosen by the computer controls is numbered spot 14. Since the player hit all three sections of the numbered spot 14, the player can receive an additional payout. This payout for each of these three section "Hits" can be any suitable amount, say fifty units of the denomination being played by the player.

The method of the present invention can also be set to make an additional payout if the player hits two out of three sections on any numbered spot selected by the player. For example, again with reference to FIGS. 2-5, the player hit two out of three sections on the numbered spots 35, 40 and 67. This payout for each of these two out of three section "Hits" can be any suitable amount, say five units of the denomination being played by the player.

A variation of the present invention is shown in FIGS. 6-9. The player selects from one to ten numbered spots (again the method of the present invention can be configured to allow a player to select more than ten numbered spots if pay tables for more than ten numbered spots are provided), but by each color only. The player selects from one to ten numbered spots of the "red" section, from one to ten numbered spots of the "blue" section and from one to ten numbered spots of the "yellow" section. The player does not have to select the same amount of numbered spots in each section; the player can select from one to ten numbered spots in the "red" section, from one to ten numbered spots in the "blue" section and from one to ten numbered spots in the "yellow" section.

As shown in FIG. 6, for example, the player has selected the ten numbered spots 1, 12, 16, 17, 25, 34, 48, 54, 57 and 66 in the "red" section; the six numbered spots 22, 33, 51, 59, 65 and 68 in the "blue" section; and the eight numbered spots 5, 15, 27, 33, 51, 66, 73 and 78 in the "yellow" section.

The player makes three wagers, one for each color, and presses the "Deal" or "Start" button to activate the keno gaming machine to select the numbers. The computer controls then randomly select a first group of twenty numbers from the complete pool of eighty numbers and these numbers are allocated to the "red" sections of the keno ticket. The player wins or loses based on the number of matches that the player has corresponding to the "red" section of each numbered spot on the keno ticket.

FIG. 7 shows the twenty "red" numbers that have been randomly selected which, for example, are 1, 12, 17, 18, 19, 20, 25, 34, 43, 44, 46, 52, 54, 57, 60, 62, 70, 71, 76 and 77. FIGS. 7 also shows that the player has hit on seven out of the ten numbered spots selected by the player. Using the payout table shown in Table 1, the player has won one hundred forty-two credits for each unit wagered by the player.

The computer controls then randomly select a second group of twenty numbers from the complete pool of eighty numbers and these numbers are allocated to the "blue" sections of the keno ticket. The player wins or loses based on the number of matches that the player has corresponding to the "blue" section of each numbered spot on the keno ticket.

FIG. 8 shows the twenty "blue" numbers that have been randomly selected which are, for example, 1, 9, 16, 18, 22, 27, 33, 35, 36, 37, 51, 59, 61, 63, 65, 66, 71, 73, 73 and 78. FIG. 8 also shows that the player has hit on five out of the six numbered spots selected by the player. Using the payout table shown in Table 1, the player has won seventy credits for each unit wagered by the player.

The computer controls then finally randomly select a third group of twenty numbers from the complete pool of eighty numbers and these numbers are allocated to the "yellow" sections of the keno ticket. The player wins or loses based on the number of matches that the player has corresponding to the "yellow" section of each numbered spot on the keno ticket.

FIG. 9 shows the twenty "yellow" numbers that have been randomly selected which are, for example, 2, 4, 6, 7, 8, 29, 30, 31, 33, 38, 39, 40, 49, 50, 66, 69, 72, 74, 76 and 77. FIG. 8 also shows that the player has hit on only two out of the eight numbered spots selected by the player. Using the payout table shown in Table 1, the player has lost the units wagered by the player.

The method of the present invention can also be applied to a live keno game format. The keno ticket screen display shown in FIG. 1 can be adapted to a paper keno ticket so that each numbered spot is divided into two or more, and preferably three, sections. As described above in connection with the electronic keno game machine format, the player then selects the numbered spots he wishes to play for the "red" game, the "blue" game and the "yellow" game. After the player turns in his keno ticket and makes his wagers, the "red" game numbers, the "blue" game numbers and the "yellow" game numbers are drawn and winning and losing tickets are determined. The player can receive additional payouts for matching two or three sections of the same numbered spot in the course of multiple keno games.

The method of the present invention has been described in the context of the conventional keno format which uses a complete pool of eighty numbers, from which twenty numbers are drawn each game. However, the present invention can also be applied to keno games in which the size of the complete pool can be more or less than eighty numbers and which the amount of numbers drawn can be more or less than twenty numbers. If the size of the complete pool is changed or the amount of numbers drawn is changed, then the payouts will also be changed to reflect the varying mathematical odds which are based on the size of the complete pool and the amount of numbers drawn.

While the invention has been described in the context of casino gaming, the principles of the present invention can also be applied to lottery games run by governmental agencies or other lottery game operators. These lottery

games often use a keno-type format to determine winning outcomes of the lottery game. Lottery games typically use a smaller number pool than the eighty numbers used in the keno games offered in gaming casinos and it would be easy to adapt the method of the present invention to a typical lottery game. Any suitable percentages can be applied to the lottery variation of the present invention with the percentages being attained by the selection of the payouts made to the player.

While the invention has been illustrated with respect to several specific embodiments thereof, these embodiments should be considered as illustrative rather than limiting. Various modifications and additions may be made and will be apparent to those skilled in the art. Accordingly, the invention should not be limited by the foregoing description, but rather should be defined only by the following claims.

What is claimed is:

1. A keno ticket comprising a plurality of numbered spots arranged in a matrix, with each numbered spot divided into at least two sections, each section being an isometric representation of a square.
2. The keno ticket of claim 1 in which a first section is designated by a first marking and a second section is designated by a second marking.
3. The keno ticket of claim 2 in which the first marking is a first color and the second marking is a second color.
4. The keno ticket of claim 1 wherein each numbered spot has three sections.
5. The keno ticket of claim 4 in which a first section is designated by a first marking, a second section is designated by a second marking and a third section is designated by a third marking.
6. The keno ticket of claim 5 in which the first marking is a first color, the second marking is a second color and the third marking is a third color.
7. The keno ticket of claim 1 in which the matrix has eighty numbered spots.
8. The keno ticket of claim 1 in which the numbered spots are displayed on paper.
9. The keno ticket of claim 1 in which the numbered spots are displayed on a video display screen.
10. A method of playing a keno game comprising:
 - a) providing a keno ticket comprising a plurality of numbered spots arranged on the keno ticket, with each numbered spot divided into at least two sections;
 - b) a player selecting a group of numbered spots on the keno ticket, each numbered spot selected by the player including all of the at least two sections;
 - c) randomly selecting from a first pool of numbers, a first plurality of numbers corresponding to the numbered spots;
 - d) randomly selecting from a second pool of numbers, a second plurality of numbers corresponding to the numbered spots;
 - e) determining how many matches have occurred between the numbered spots selected by the player and the first plurality of numbers; and
 - f) determining how many matches have occurred between the numbered spots selected by the player and the second plurality of numbers.
11. The method of claim 10 further including:
 - a) the player making a first wager corresponding to the first section of the numbered spots selected by the player; and
 - b) the player making a second wager corresponding to the second section of the numbered spots selected by the player.

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12. The method of claim 11 further including:

- a) paying the player based on the amount of the first wager and corresponding to a payout table if the player achieves at least a minimum numbers of matches between the first plurality of numbers and the numbered spots selected by the player; and
- b) paying the player based on the amount of the second wager and corresponding to a payout table if the player achieves at least a minimum numbers of matches between the second plurality of numbers and the numbered spots selected by the player.

13. The method of claim 11 further including:

- a) determining how many matches have occurred between the numbered spots selected by the player, the first plurality of numbers and the second plurality of numbers; and
- b) paying the player a pre-established amount whenever there is a match among all of the numbered spots selected by the player, the first plurality of numbers and the second plurality of numbers.

14. The method of claim 10 further including determining how many matches have occurred between the numbered spots selected by the player, the first plurality of numbers and the second plurality of numbers.

15. A method of playing a keno game comprising:

- a) providing a keno ticket comprising a plurality of numbered spots arranged on the keno ticket, with each numbered spot divided into three sections;
- b) a player selecting a group of numbered spots on the keno ticket, each numbered spot selected by the player including all three sections;
- c) randomly selecting from a first pool of numbers, a first plurality of numbers corresponding to the numbered spots;
- d) randomly selecting from a second pool of numbers, a second plurality of numbers corresponding to the numbered spots;
- e) randomly selecting from a first pool of numbers, a third plurality of numbers corresponding to the numbered spots;
- f) determining how many matches have occurred between the numbered spots selected by the player and the first plurality of numbers;
- g) determining how many matches have occurred between the numbered spots selected by the player and the second plurality of numbers; and
- h) determining how many matches have occurred between the numbered spots selected by the player and the third plurality of numbers.

16. The method of claim 15 further including:

- a) the player making a first wager corresponding to the first section of the numbered spots selected by the player;
- b) the player making a second wager corresponding to the second section of the numbered spots selected by the player; and
- c) the player making a third wager corresponding to the third section of the numbered spots selected by the player.

17. The method of claim 16 further including:

- a) paying the player based on the amount of the first wager and corresponding to a payout table if the player achieves at least a minimum numbers of matches between the first plurality of numbers and the numbered spots selected by the player;

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- b) paying the player based on the amount of the second wager and corresponding to a payout table if the player achieves at least a minimum numbers of matches between the second plurality of numbers and the numbered spots selected by the player; and

- c) paying the player based on the amount of the third wager and corresponding to a payout table if the player achieves at least a minimum numbers of matches between the third plurality of numbers and the numbered spots selected by the player.

18. The method of claim 16 further including:

- a) determining how many matches have occurred between the numbered spots selected by the player, the first plurality of numbers; the second plurality of numbers, and third plurality of numbers;
- b) paying the player a first pre-established amount whenever there is a match among all of the numbered spots selected by the player, the first plurality of numbers, the second plurality of numbers and the third plurality of numbers;
- c) paying the player a second pre-established amount whenever there is a match among all of the numbered spots selected by the player, the first plurality of numbers and the second plurality of numbers;
- d) paying the player a third pre-established amount whenever there is a match among all of the numbered spots selected by the player, the first plurality of numbers and the third plurality of numbers; and
- e) paying the player a fourth pre-established amount whenever there is a match among all of the numbered spots selected by the player, the second plurality of numbers and the third plurality of numbers.

19. The method of claim 15 further including determining how many matches have occurred between the numbered spots selected by the player, the first plurality of numbers, the second plurality of numbers and the third plurality of numbers.

20. A method of playing a keno game comprising:

- a) providing a keno ticket comprising a plurality of numbered spots arranged on the keno ticket, with each numbered spot divided into at least a first section and second section;
- b) a player selecting a first group of numbered spots on the keno ticket, each numbered spot selected by the player including only the first section;
- c) a player selecting a second group of numbered spots on the keno ticket, each numbered spot selected by the player including only the second section;
- d) randomly selecting from a first pool of numbers, a first plurality of numbers corresponding to the numbered spots;
- e) randomly selecting from a second pool of numbers, a second plurality of numbers corresponding to the numbered spots;
- f) determining how many matches have occurred between the numbered spots in the first section selected by the player and the first plurality of numbers; and
- g) determining how many matches have occurred between the numbered spots in the second section selected by the player and the second plurality of numbers.

21. The method of claim 20 further including:

- a) the player making a first wager corresponding to the first section of the numbered spots selected by the player; and
- b) the player making a second wager corresponding to the second section of the numbered spots selected by the player.

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22. The method of claim 21 further including:

- a) paying the player based on the amount of the first wager and corresponding to a payout table if the player achieves at least a minimum numbers of matches between the first plurality of numbers and the numbered spots selected by the player in the first section; and
 - b) paying the player based on the amount of the second wager and corresponding to a payout table if the player achieves at least a minimum numbers of matches between the second plurality of numbers and the numbered spots selected by the player in the second section.
23. A method of playing a keno game comprising:
- a) providing a keno ticket comprising a plurality of numbered spots arranged on the keno ticket, with each numbered spot divided into a first section, second section and a third section;
 - b) a player selecting a first group of numbered spots on the keno ticket, each numbered spot selected by the player including only the first section;
 - c) a player selecting a second group of numbered spots on the keno ticket, each numbered spot selected by the player including only the second section;
 - d) a player selecting a third group of numbered spots on the keno ticket, each numbered spot selected by the player including only the third section;
 - e) randomly selecting from a first pool of numbers, a first plurality of numbers corresponding to the numbered spots;
 - f) randomly selecting from a second pool of numbers, a second plurality of numbers corresponding to the numbered spots;
 - g) randomly selecting from a third pool of numbers, a third plurality of numbers corresponding to the numbered spots;
 - h) determining how many matches have occurred between the numbered spots in the first section selected by the player and the first plurality of numbers;

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- i) determining how many matches have occurred between the numbered spots in the second section selected by the player and the second plurality of numbers; and
- j) determining how many matches have occurred between the numbered spots in the third section selected by the player and the third plurality of numbers.

24. The method of claim 23 further including:

- a) the player making a first wager corresponding to the first section of the numbered spots selected by the player;
- b) the player making a second wager corresponding to the second section of the numbered spots selected by the player; and
- c) the player making a third wager corresponding to the third section of the numbered spots selected by the player.

25. The method of claim 24 further including:

- a) paying the player based on the amount of the first wager and corresponding to a payout table if the player achieves at least a minimum numbers of matches between the first plurality of numbers and the numbered spots selected by the player in the first section;
- b) paying the player based on the amount of the second wager and corresponding to a payout table if the player achieves at least a minimum numbers of matches between the second plurality of numbers and the numbered spots selected by the player in the second section; and
- c) paying the player based on the amount of the third wager and corresponding to a payout table if the player achieves at least a minimum numbers of matches between the third plurality of numbers and the numbered spots selected by the player in the third section.

* * * * *



US006102400A

United States Patent [19]

Scott et al.

[11] **Patent Number:** 6,102,400[45] **Date of Patent:** Aug. 15, 2000[54] **METHOD OF PLAYING A KENO GAME
WITH A BONUS PAYOUT**[75] **Inventors:** Mark Scott, Las Vegas, Nev.; Bruce
Henderson, Carefree, Ariz.[73] **Assignee:** Bad Beat Gaming, LLC, Carefree,
Ariz.[21] **Appl. No.:** 09/173,484[22] **Filed:** Oct. 14, 1998**Related U.S. Application Data**

[60] Provisional application No. 60/064,670, Oct. 14, 1997.

[51] **Int. Cl.⁷** A63F 3/06[52] **U.S. Cl.** 273/269; 273/138.1; 273/139;
463/18[58] **Field of Search** 273/269, 292,
273/143 R, 274, 306, 309, 138.1, 139;
463/18, 19, 20, 26, 27[56] **References Cited****U.S. PATENT DOCUMENTS**

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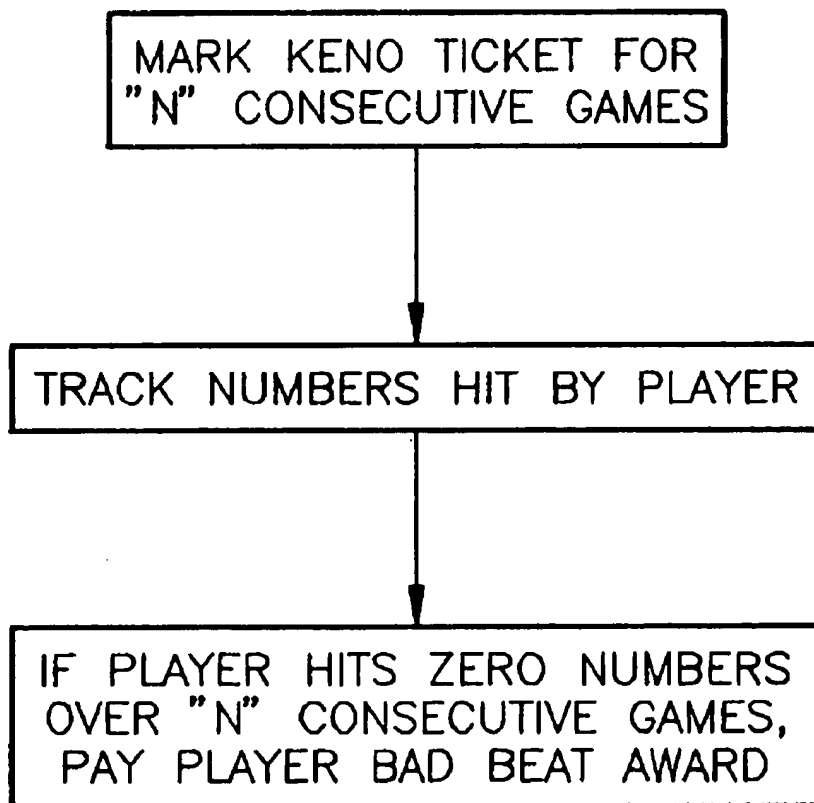
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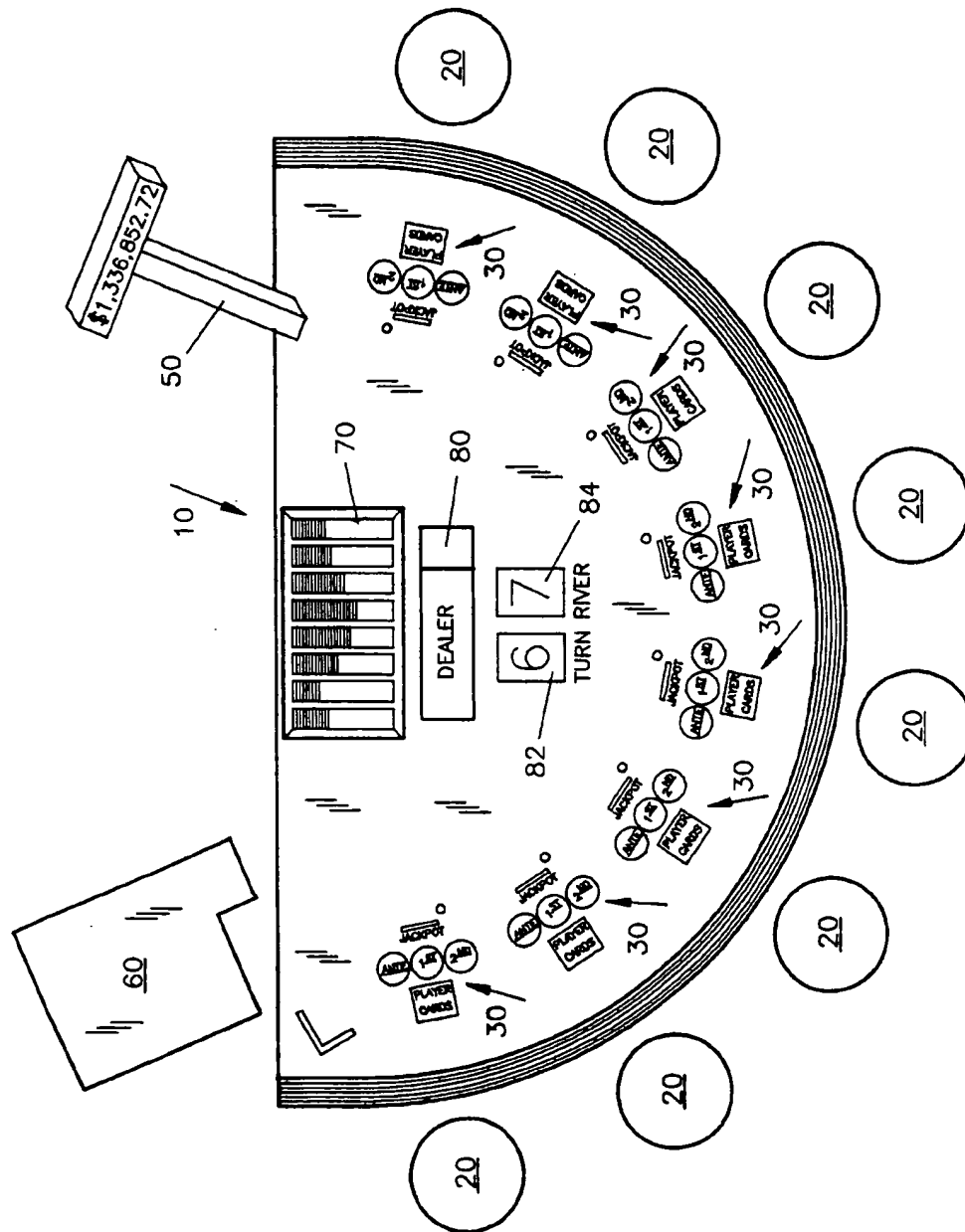
Primary Examiner—Benjamin H. Layno

[57] **ABSTRACT**

In connection with the play of conventional keno games, both live keno games and mechanical or electronic keno gaming machines, the player is provided with the opportunity to win a "bad beat" bonus payout. The player uses a single keno ticket, and may be required to make an optional side bet wager to be eligible for the "bad beat" bonus payout or the player may be eligible simply by participating in the conventional keno game. If the player is "jackpot qualified" and the player plays at least five consecutive games of keno using the same keno ticket, the player wins a special payout.

4 Claims, 4 Drawing Sheets





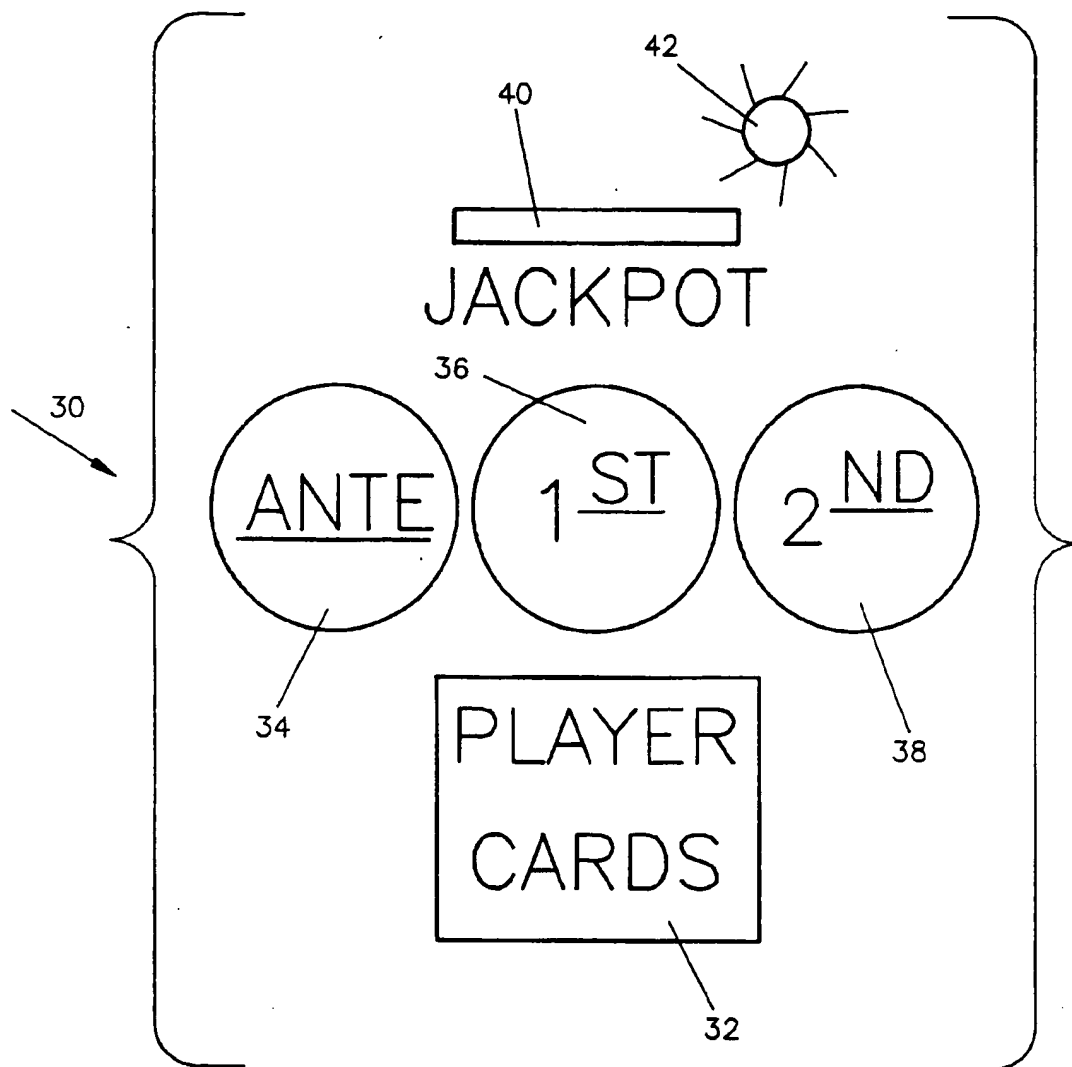
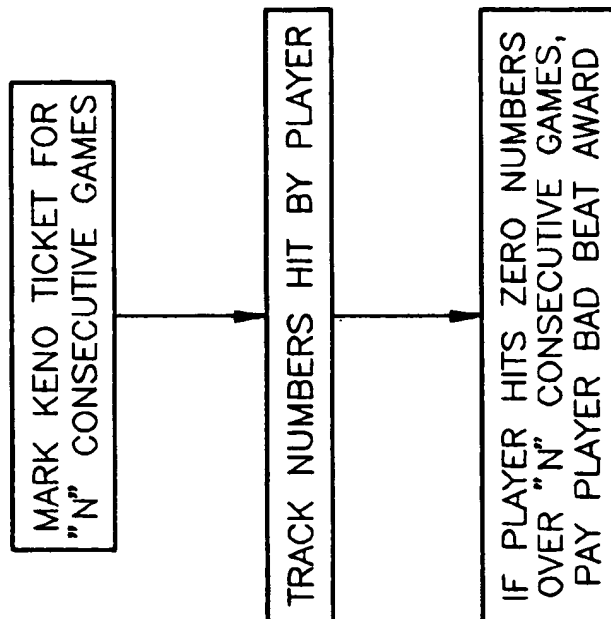


FIG-2

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
KENO									
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80

FIG-3

FIG-4

METHOD OF PLAYING A KENO GAME WITH A BONUS PAYOUT

CROSS-REFERENCE TO RELATED APPLICATIONS

This application is based on and is a Continuation-in-Part of Application Serial No. 60/064,670, filed Oct. 14, 1997, entitled "Bad Beat Stud", now pending.

This application relates to a casino card games, and more particularly to a casino card games in which a player has the opportunity to receive a special "bad beat" payout when he suffers a losing hand. These "bad beat" payouts can be applied to many traditional casino games such as Twenty-One, craps, keno, bingo, electronic video poker games and slot machines.

BACKGROUND OF THE INVENTION

Seven card stud poker has been played for many years. Each player receives seven cards and makes the best five card poker hand from these seven cards. The ranking of poker hands in seven card stud uses conventional poker hand rankings: Royal Flush, Straight Flush, Four-of-a-Kind, Full House, Flush, Straight, Three-of-a-Kind, Two Pair, One Pair and Highest Card.

Poker games using community cards have also been played for many years. These games generally fall into the family of games known as "Spit-in-the-Ocean" games. In these games each player is dealt one or more cards and the rest of the player's hand comes from community cards available to all players.

Perhaps the most popular community card game is Texas Hold-Em because of the large number of players who can play at one time and the fast action and large pots that are generated. The game is fast because only two cards are dealt to each player, with the remaining cards being dealt to a "flop" which forms the community cards from which each player makes up the rest of his hand. Each hand, however, has a single set of community cards which all players use as part of their poker hand. Therefore, the winning hand comes from that player whose two cards best fit with the community cards.

There are also many casino games which add to the conventional game an additional side bet so that a player can be eligible for a large jackpot. In CARIBBEAN STUD® Poker, a player can make a separate side bet wager to be eligible for special payouts. If the player has made the side bet wager and is dealt a Royal Flush, the player wins 100% of a progressive jackpot amount. This side bet feature is described in U.S. Pat. No. 4,861,041, the disclosure of which is incorporated herein. As described in this '041 patent, this side bet feature can also be applied to Twenty-One, conventional Draw Poker and other casino games.

In live poker room gaming, a plurality of players compete against one another. The house or game operator provides a dealer, the cards and a table to play the game. Typically, a small percentage of each pot (the "rake") is collected by the game operator as the fee for providing the dealer and the facilities.

Operators of live poker room gaming have used different types of inducements to encourage player participation. Besides free coffee and donuts, many operators also provide what is known as a "bad beat" jackpot. The operator makes a payment to a player who has an unusually high ranking poker hand, but loses the pot to another player with an even higher ranking poker hand.

In a typical "bad beat" jackpot situation, the operator of the poker room seeds a jackpot at some beginning level amount, say \$1,000.00. The jackpot can remain as a fixed amount until won by a player or the jackpot can be a progressive amount which increases each hour or day until won.

The progressive jackpot can also increase based on the amount of play occurring at the poker table. For example, a portion of the "rake" can be used by the operator to increase the progressive amount of the "bad beat" jackpot.

In order to win the "bad beat" jackpot, a player must have a high ranking poker hand, but lose the regular game pot to another player. Typically, to be eligible for the "bad beat" jackpot, a player must have at least Aces Full of Tens (a Full House with three Aces and two Tens or better) and then lose the regular pot. Even though the player may have lost the regular pot, the player wins the "bad beat" jackpot which could be several thousand dollars. Often this "bad beat" jackpot is divided among all of the players at the table, with the player holding the "bad beat" hand winning the major portion of the jackpot.

This "bad beat" feature has been a popular addition to live card room poker games and players are attracted to the card room to participate in the various card games played there when a "bad beat" jackpot is available. As casino gaming proliferates throughout the United States and into foreign countries, there continues to be a need to attract and keep the interest of the players in all forms of casino gaming. It is proposed in this invention to create a "bad beat" feature that can be used in connection with many of the conventional casino games, such as Twenty-One, craps, keno, bingo, electronic video poker games and slot machines.

It is the object of the present invention to provide a "bad beat" feature as an adjunct to conventional casino games in either live game format or as played on mechanical or electronic video gaming machines. Among those casino games to which a "bad beat" feature can be added are Twenty-one, craps, keno, bingo, electronic video poker games and slot machines.

It is a feature of the present invention that a player is offered the opportunity to win or share in a "bad beat" bonus payout whenever a pre-established event or series of events occurs during the play of the casino game. The player may be automatically eligible for this "bad beat" bonus payout by simply playing the casino game or the player may be required to make an additional wager to be eligible to receive the "bad beat" bonus payout.

It is an advantage of the present invention that the "bad beat" bonus payouts will add new and exciting features to conventional casino games and will increase player participation and add to the enjoyment of the casino game experience. The "bad beat" feature also provides the player with the opportunity to win a large jackpot amount in a situation such as where the player would otherwise have only a losing hand.

SUMMARY OF THE INVENTION

In connection with the play of conventional casino games, both live casino games and mechanical or electronic gaming machines, the player is provided with the opportunity to win a "bad beat" bonus payout. These conventional casino games include Twenty-One, craps, keno, bingo, electronic video poker games and slot machines.

The player may be required to make an optional side bet wager to be eligible for the "bad beat" bonus payout or the player may be eligible simply by participating in the con-

ventional casino game. For example, if the player is "jackpot qualified" and the player has a predetermined poker hand ranking, the player wins a special payout. The "bad beat" bonus payout can take the form of the player winning a preselected or progressive payout amount for certain pre-established events happening during the play of the game.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 shows the table layout used in the method of the play of the present invention.

FIG. 2 shows an enlarged detail view of the table layout at a particular player location.

FIG. 3 shows a keno ticket that can be used by a player to play a plurality of consecutive keno games in the keno bad beat feature of the present invention.

FIG. 4 shows a flow chart of the method of play of the keno bad beat feature of the present invention.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

The method of the present invention involves a seven card stud poker game combined with an optional side bet involving a "bad beat" feature. The object of the method of play is for each player to beat the dealer's hand. Each player and the dealer play a seven card stud poker hand. Each player and the dealer are dealt separate five card hands. Two community cards, the "turn" card and the "river" card, are used by all players and the dealer to complete the seven card hands. Each player and the dealer use the best five card poker hand of the total seven cards.

The "bad beat" feature comes into play when a player achieves a high ranking poker hand, but still loses to the dealer. When the player has a high ranking poker hand and suffers this "bad beat", the player wins all or a predesignated portion of a jackpot amount depending on the ranking of the poker hand held by the player. The jackpot amount can be either a fixed jackpot amount or a progressive jackpot amount.

The seven card stud poker game is preferably played at a gaming table layout of the type shown generally at 10 in FIG. 1. A plurality of player positions 20 are located around the periphery of a semi-circular gaming table of the type used for live table gaming, such as a Twenty-One table. Each player position 20 has a wagering location 30 associated therewith, the details of each wagering location being shown in FIG. 2.

Each wagering position includes a "playercards" area 32 and three wagering areas—the "ante" spot 34, the "first" wager spot 36 and the "second" wager spot 38. Also included at each wagering location is the "jackpot" wager location 40 which is used by the player to make a side wager to be eligible for the "bad beat" feature of the method of play. Any suitable device can be used for the "jackpot" wager location 40 such as a slot in the surface of the gaming table to receive the side wager for the "bad beat" feature. An illumination device 42, such as an LED, can be associated with the slot to show that the player at that position has made a side wager to be eligible for the "bad beat" feature. A typical apparatus that can be used for the side wager is shown in U.S. Pat. No. 5,078,045, which is incorporated herein by this reference.

Referring again to FIG. 1, also positioned at a suitable location on the gaming table is a progressive meter sign 50 that shows the current amount of the progressive jackpot that is available to be won by a lucky player. Also optionally

associated with the gaming table 10 is a card shuffling device 60 for shuffling the cards prior to each deal.

The gaming table layout also has a dealer position located adjacent to the chip rack 70 which is conventional. The dealer location also includes a location 80 for displaying the dealer's first five cards. Positioned adjacent the location 80 are two additional card positions, the "turn" card position 82 and the "river" card position 84, the use of which will be described below.

The method of play of the present invention proceeds as follows:

Each player makes an initial ante wager to be eligible to play the game. The player places his ante wager amount in the "ante" spot 34 on the gaming table layout. Each player also has the option to make a side bet wager to be eligible for the "bad beat" feature. The player makes this side bet wager by placing a gaming token in the slot 40 at his player position. When the gaming token is inserted into the slot 40, the LED 42 lights up to show that the player has made the side bet wager.

After each player has made his ante wager and his side bet wager, the dealing of the cards begins. Using a standard deck of fifty-two playing cards which have been shuffled in any conventional manner, the dealer deals five cards to each player and five cards to the dealer's position. The deal can be performed in any suitable manner such as one card at a time to each player followed by a card to the dealer's position until all five cards have been dealt. Alternatively, each player can be dealt all five cards at once, proceeding around the table until all players have been dealt their five cards and then the dealer's position receives its five cards. The deal is preferably performed from the dealer's left-to-right around the table, as in conventional, but any direction of the deal can be used.

Each player receives his cards face down and the dealer's cards are placed face down at the dealer position. Finally, two other face down cards are dealt and placed at the "turn" position 82 and the "river" position 84, respectively. Each player looks at his cards and decides whether to proceed with the game. The dealer's cards remain face down on the table layout at the location 80.

After looking at his five cards, each player must then decide whether to fold and lose his ante or continue to play by making another wager which is placed in the "first" wager spot 36 at the player location. After all players have either folded or made the "first" wager, the "turn" card 82 is revealed.

Each player must then decide whether to fold and lose his ante wager and his first wager, or to continue playing by making another wager, which is placed in the "second" wager spot 38 at the player location. After all players have either folded or made the "second" wager, the "river" card 84 is revealed. At this time, also, all of the dealer's initial five cards are turned face up.

Both the "turn" card 82 and the "river" card 84 are community cards that are used by each player and the dealer. Thus each player and the dealer have seven card stud poker hands from which the best five cards are used to make the highest ranking poker hand possible. Conventional poker hand rankings are used.

Before each player's hand is compared to the dealer's hand, each player's hand is analyzed to see if the player has a minimum qualifying hand. In order for the player's hand to qualify, the player must have a minimum ranking hand which is to be determined mathematically. In the preferred embodiment of the present invention, the minimum ranking

poker hand for qualifying will be at least a pair of Deuces or better in the seven cards used in the player's hand. Alternatively, other lower or higher ranking poker hands can be used as the minimum qualifying poker hand ranking for the player's hand to qualify.

If the player does not have a minimum qualifying hand, all wagers (except the side bet wager) made by each player are lost to the gaming establishment including the "ante" wager, the "first" wager and the "second" wager.

If the player does qualify, all cards of each player's hand are turned face up and each player's hand is compared to the dealer's hand to determine whether the player's hand has a higher ranking five card poker hand than the dealer's hand. The two community cards are used in all hands to determine each hand's best five card poker hand ranking. Conventional poker hand rankings are used to determine the higher hand: Royal Flush, Straight Flush, Four-of-a-Kind, Full House, Flush, Straight, Three-of-a-Kind, Two Pair and One Pair.

As an alternative to using a player hand qualification, a dealer hand qualification may be used. In this variation, before each player's hand is compared to the dealer's hand, the dealer's hand is analyzed to see if the dealer has a minimum qualifying hand. In order for the dealer's hand to qualify, the dealer must have a minimum ranking hand which is to be determined mathematically. In the preferred embodiment of the present invention, the minimum ranking poker hand for qualifying will be at least a pair of Jacks or better in the seven cards used in the dealer's hand. Alternatively, other lower or higher ranking poker hands can be used as the minimum qualifying poker hand ranking for the dealer's hand to qualify.

If the dealer does not have a minimum qualifying hand, all wagers (except the side bet wager) made by each player are considered pushes and returned to the player including the "ante" wager, the "first" wager and the "second" wager.

If the dealer does qualify, the game continues. All cards of each player's hand are turned face up and each player's hand is compared to the dealer's hand to determine whether the player's hand has a higher ranking five card poker hand than the dealer's hand. The two community cards are used in all hands to determine each hand's best five card poker hand ranking. Conventional poker hand rankings are used to determine the higher hand: Royal Flush, Straight Flush, Four-of-a-Kind, Full House, Flush, Straight, Three-of-a-Kind, Two Pair and One Pair.

In either variation, if the dealer's hand wins, all wagers made by the player are lost (subject to the "bad beat" feature to be explained below). If the player's hand wins, the player wins one-to-one odds on each of his wagers—the "ante" wager, the "first" wager and the "second" wager. If the player's hand loses, the player loses all of his three wagers. If the player's hand and the dealer's hand tie, then all of the player's wagers are a push and all of the player's wagers are returned to the player.

After winning and losing player's hands are determined, the outcome of the side bet for either winning poker hand combinations or for the "bad beat" feature is considered. In order to be eligible to possibly win either one of these side bet payouts, the player must have made the side bet wager at the beginning of the play of the hand. When the player has made this side bet wager, the player is said to be "jackpot qualified." Additionally, the player must also have a "non-folded" hand, i.e. the player must have made all three wagers—the "ante" wager, the "first" wager and the "second" wager.

In the preferred embodiment of the present invention, the side bet wager will be in the amount of \$1.00, but the method

of play of the present invention can be adapted to any amount used as the side bet wager. In the preferred embodiment of the present invention, a percentage of each side bet wager is added to a progressive jackpot amount that is available to be won by the player who has a high ranking poker hand or when the player suffers a "bad beat". It is also contemplated that the progressive jackpot will be initially seeded at a suitable beginning level amount, for example \$100,000.00.

If the player is "jackpot qualified", then the player is eligible to win additional payouts on the poker hand ranking of his best five card hand. If the player's hand beats or ties the dealer's hand and the player's hand comprises at least a Four-of-a-Kind or better, then the player wins a payout based on the amount of the player's side bet. Table 1 shows a representative pay table for a \$1.00 side bet wager for certain high ranking poker hands achieved by the player.

The other side bet for which the player is eligible when he is "jackpot qualified" is the "bad beat" feature. The "bad beat" feature involves the situation in which the player has a high ranking poker hand and loses to the dealer's higher ranking poker hand.

If the player is "jackpot qualified" and loses to the dealer's hand and the player has a losing poker hand of one of certain predetermined poker hand rankings, the player wins a "bad beat" payoff based on the amount of the player's side bet wager, such as the \$1.00 preferred wager. Although any predetermined poker hand rankings can be used for a consideration of the "bad beat" feature, in the preferred embodiment of the present invention, to be eligible for a "bad beat" payoff, the player must have at least a Straight and the player must lose to the dealer because the dealer has a poker hand with a ranking higher than the player's hand.

Table 1 shows a representative payout table that can be used for high ranking poker hands when the player wins or ties the dealer or when the player suffers a "bad beat" hand based on a \$1.00 side bet wager.

TABLE 1

Poker Hand Ranking	Win/Tie	"Bad Beat"
Royal Flush	\$1,000	N/A
Straight Flush	\$200	\$500,000
Four of a Kind (Aces thru Tens)	\$100	\$100,000
Four of a Kind (Nines thru Twos)	\$50	\$50,000
Full House	Lose	\$500
Flush	Lose	\$100
Straight	Lose	\$50
Other	Lose	Lose

Other pay tables can be used with various winning amounts and poker hand ranking combinations.

For example, if the player has a Straight and loses to the dealer, the player is paid fifty times the amount of the player's side bet wager (\$50 for a \$1 side bet wager). Similarly, the player is paid one hundred times the amount of the player's side bet wager for a Flush "bad beat" loser and five hundred times the amount of the player's side bet wager for a Full House "bad beat" loser all the way up to five hundred thousand times the amount of the player's side bet wager for a Straight Flush "bad beat" loser.

As an additional feature of the present invention, in certain "bad beat" wager winning situations, all other players at the table who have also made the side bet wager will share in the amount of the "bad beat" winnings with the player who had the "bad beat" losing hand winning the major portion of the winnings.

The "bad beat" feature of the present invention, while described above in connection with a seven card stud game, can also be applied to other casino games, both live table games and mechanical or electronic video poker games and slot machines. In the preferred embodiment of the present invention as described in connection with each of the following examples, it is assumed that the player has made an additional side bet wager to be eligible for the "bad beat" payouts. However, in an alternative embodiment of the present invention, the player can be eligible for the "bad beat" payout without having to make an additional wager, that is the player is eligible for the "bad beat" payout simply by participating in the conventional casino game.

Conventional Twenty-One (also known as Blackjack) has been played in gaming casinos for many years. Basically, Twenty-One involves playing a player's hand against a dealer's hand, with the winning hand having the highest numerical count not exceeding a numerical count of twenty-one. The basic method of play of Twenty-One is described in "Scarne's New Complete Guide to Gambling" at pages 342-365, copyright 1961, 1974, the disclosure of which is incorporated herein by this reference. As used in this specification and the accompanying claims, the "conventional manner of play of Twenty-One" includes both the basic method of play as well as any known variations thereof.

The "bad beat" modification of the present invention when applied to the conventional manner of play of Twenty-One could provide that player win a "bad beat" payout if the dealer has a Blackjack of the Ace of Spades and the King of Spades and the player has a Blackjack consisting of an Ace and a King suited of any of the three suits other than Spades. In other words, the player is awarded a "bad beat" payout if the player has a two card numerical count of twenty-one consisting of an Ace and a King suited other than the Ace of Spades and the King of Spades on the player's first two cards and a dealer has an Ace of Spades and a King of Spades on the dealer's first two cards.

In one embodiment of this "bad beat" feature as applied to a Twenty-One game, the player is eligible for a "bad beat" payout whenever he has made a normal Twenty-One wager or the player could be required to make an additional side bet wager at the beginning of each hand. The player is dealt his first two cards and the dealer is dealt his first two cards. If the dealer's first two cards are the Ace of Spades and the King of Spades and the player's first two cards are a suited Ace and King, then the player wins the "bad beat" payout which can be either a fixed amount or a progressive jackpot amount.

In another embodiment of this "bad beat" feature as applied to a Twenty-One game, the player is dealt his first two cards and the dealer is dealt his first two cards. The dealer's first two cards are dealt one card face up and one card face down as is conventional. If the dealer's face up card is either the Ace of Spades or the King of Spades, the player has the option of making a second side bet (whether or not the player has made the first side bet for the other "bad beat" feature) in an amount equal to or less than the amount of the player's wager on the conventional Twenty-One hand. If the dealer then has both the Ace of Spades and the King of Spades as the dealer's first two cards, the player can be paid predetermined odds on the amount of the player's second wager. The odds can be any appropriate amount, for example 40-to-1.

Conventional video poker games typically uses only a single player's hand to determine winning and losing plays. The player is dealt five cards and is allowed to discard any

of his initial five cards and receive replacement cards for the discarded five cards. The poker hand ranking of the player's final five cards is used to determine winning and losing hands. Typically, the player must have at least a Pair of Jacks or Better to have a winning hand. The amount won by the player is determined by the poker hand ranking of the player's final five card hand and the amount of the player's wager. A pay table shows the winning combinations and the amount that can be won by the player.

In order to provide a "bad beat" payout to the conventional manner of play of video poker, a dealer's hand is added to the method of play to provide a situation in which the player can suffer a "bad beat". In one example of carrying out this embodiment, the player is dealt his initial five card hand face up and a five card dealer's hand is dealt face down. The player plays his hand by drawing and discarding as is conventional in video draw poker and the player ends up with a final five card hand having a poker hand ranking. The dealer's five hand is then turned face up.

In one version of this invention, the dealer's face up is five card hand is compared to the player's final five card hand and if the player has a "bad beat" hand compared to the dealer's hand, then the player can win a "bad beat" payout. In another version of this invention, the dealer's hand is played out by discarding and drawing replacement cards in an attempt to improve the poker hand ranking if the dealer's hand and the dealer's final five card hand is compared to the player's hand to determine whether the player has suffered a "bad beat" hand.

For example in either version, if the player achieves at least a Flush hand, and the dealer's hand is a higher hand, the player can be awarded a "bad beat" payout. The amount of the "bad beat" payout is shown in a pay table and is based on the comparison of the dealer's poker hand ranking and the player's poker hand ranking. Any suitable pay table can be used, for example the pay table shown in Table 1 can also be used in connection with this "bad beat" feature. The basic method of play of Craps is described in "Scarne's New Complete Guide to Gambling" at pages 259-298, copyright 1961, 1974, the disclosure of which is incorporated herein by this reference. As used in this specification and the accompanying claims, the "conventional manner of play of Craps" includes both the basic method of play as well as any known variations thereof.

Craps is a dice game using two dice and the players make various wagers dependent on the outcome of the roll of the dice. In a Craps game, a "bad beat" proposition could be provided for a player based on having made a point and then losing the point (Crapping Out) a pre-established number of times in a row, for example, five times in a row.

In a conventional slot machine, the player wagers one or more coins, tokens or credits and pulls the handle of the slot machine to activate the reels to spin. Many conventional slot machines have a single horizontal pay line, but the windows through which the a player can observe the spinning reels are typically large enough that a horizontal line both above and below the pay line is visible to the player. Thus, when the reels stop spinning, the player can observe the symbols that have come to a stop on the center pay line and the player can also observe the symbols that are aligned on the horizontal line above the pay line and on the horizontal line below the pay line. These conventional slot machines also have a special symbol on each reel of the slot machine that denotes the largest payout available on that slot machine. Usually this special symbol for the largest payout is a "7" but other symbols can be used to designate the largest jackpot. The

player usually needs to line up three or more of these special symbols on the center pay line to win the largest payout.

A "bad beat" payout could be made if this special winning symbol on the slot machine is aligned on each reel immediately above or on each reel immediately below the center pay line.

The basic method of play of Keno is described in "Scame's New Complete Guide to Gambling" at pages 490-499, copyright 1961, 1974, the disclosure of which is incorporated herein by this reference. As used in this specification and the accompanying claims, the "conventional manner of play of Keno" includes both the basic method of play as well as any known variations thereof.

In a conventional Keno game, twenty numbers are drawn from a pool of eighty possible numbers. A player selects from one up to fifteen numbers as the numbers the player desires to be drawn during a round of the play of the game. The player marks on a Keno ticket the particular numbered spots that the player wishes to be his numbers for the Keno game. The player wins or loses depending on how many of his selected numbers are drawn and the amount won by the player is based on the amount wagered by the player and the number of "hits" that the player achieves. Players may also play two or more consecutive games of Keno by marking a single Keno ticket and making wagers for a series of consecutive games.

In order to provide a "bad beat" payout to a conventional Keno game, the player would be paid a "bad beat" payout if the player fails to hit a single number on a five game ticket having at least six spots marked.

FIG. 3 shows a keno ticket that has been marked with six spots. FIG. 4 shows a flow chart of the method steps of this bad beat keno feature.

The basic method of play of Bingo is described in "Scame's New Complete Guide to Gambling" at pages 205-219, copyright 1961, 1974, the disclosure of which is incorporated herein by this reference. As used in this specification and the accompanying claims, the "conventional manner of play of Bingo" includes both the basic method of play as well as any known variations thereof.

Bingo is traditionally played using a bingo card having a five-by-five matrix with a "free space" as the center spot. In order to win the Bingo game, the player must achieve a particular pattern on his bingo card during the play of a round of Bingo. One of the popular types of Bingo games is the coverall (or blackout) game in which all of the numbers on a player's bingo card must be drawn in order for the player to win.

In order to add a "bad beat" payout to a Bingo game, the player would be paid a "bad beat" payout if the player has six or less bingo numbers marked on his bingo card as drawn numbers at the time some other player achieves a coverall (or blackout) in such a game. For example, a sliding payout schedule can be devised that pays the player different

amounts based on the amount of bingo numbers that the player has covered when another player achieves a coverall. In one embodiment, a player could receive one free game of bingo for having either five or six numbers covered, three free games of bingo for having either three or four numbers covered, a \$100 payout for having one or two numbers covered and the "bad beat" payout jackpot (which can be either a fixed amount or a progressive amount) for having zero numbers covered when another player achieves a coverall.

The method of the present invention has been described in connection with a live casino table game. The invention may also be practiced using an electronic gaming machine programmed to display the method of play on a video screen.

While the invention has been illustrated with respect to several specific embodiments thereof, these embodiments should be considered as illustrative rather than limiting. Various modifications and additions may be made and will be apparent to those skilled in the art. Accordingly, the invention should not be limited by the foregoing description, but rather should be defined only by the following claims.

What is claimed is:

1. A method of including a bad beat payout during the conventional manner of play of a game of Keno using a single Keno ticket in which the player is playing at least five consecutive games of Keno using the same Keno ticket and the player has marked at least six spots on his Keno ticket for each of the five consecutive games comprising:

- a) a player participating in the conventional manner of play of the game of Keno; and
- b) awarding the player a bad beat payout if the player fails to hit a single spot on his Keno ticket during all of the five consecutive games of Keno.

2. The method of claim 1 in which the player is required to make a separate wager to be eligible for the bad beat payout.

3. A method of including a bad beat payout during the conventional manner of play of a game of Keno using a single Keno ticket in which the player is playing at least a predetermined number of consecutive games of Keno using the same Keno ticket and the player has marked at least a pre-established number of spots on his Keno ticket for each of the predetermined number of consecutive games of Keno comprising:

- a) a player participating in the conventional manner of play of the games of Keno; and
- b) awarding the player a bad beat payout if the player fails to hit a single spot on his Keno ticket during all of the predetermined number of consecutive games of Keno.

4. The method of claim 3 in which the player is required to make a separate wager to be eligible for the bad beat payout.

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